SHIN MEGAMI TENSEI
PERSONA 2
INNOCENT SIN
TEEN
T
CONTENT RATED BY
ESRB
ATLUS
WWW.ATLUS.COM

For safe use of this product, carefully read the following section of this manual and the Precautions section of the instruction manual supplied with the PSP® (PlayStation®Portable) system before use. Retain both this software manual and the instruction manual for future reference.

⚠ WARNING: PHOTOSENSITIVITY/EPILEPSY/SEIZURES

A very small percentage of individuals may experience epileptic seizures or blackouts when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a screen or when playing video games may trigger epileptic seizures or blackouts in these individuals. These conditions may trigger previously undetected epileptic symptoms or seizures in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition or has had seizures of any kind, consult your physician before playing. IMMEDIATELY DISCONTINUE use and consult your physician before resuming gameplay if you or your child experience any of the following health problems or symptoms:

- dizziness
- altered vision
- eye or muscle twitches
- loss of awareness
- disorientation
- seizures
- any involuntary movement or convulsion

RESUME GAMEPLAY ONLY ON APPROVAL OF YOUR PHYSICIAN.

Use and handling of video games to reduce the likelihood of a seizure

- Use in a well-lit area and keep a safe distance from the screen.
- Avoid prolonged use of the PSP® system. Take a 15-minute break during each hour of play.
- Avoid playing when you are tired or need sleep.

Stop using the system immediately if you experience any of the following symptoms: lightheadedness, nausea, or a sensation similar to motion sickness; discomfort or pain in the eyes, ears, hands, arms, or any other part of the body. If the condition persists, consult a doctor.

Do not use while driving or walking. Do not use in airplanes or medical facilities where use is prohibited or restricted. Set the PSP® system's wireless network feature to off when using the PSP® system on trains or in other crowded locations. If used near persons with pacemakers, the signal from the PSP® system's wireless network feature could interfere with the proper operation of the pacemaker.

Use and handling of UMD®

• This disc is PSP® (PlayStation®Portable) format software and is intended for use with the PSP® system only. If the disc is used with other devices, damage to the disc or to the device may result. • This disc is compatible for use with the PSP® system marked with FOR SALE AND USE IN U.S. AND CANADA ONLY. • Depending on the software, a Memory Stick Duo™ or Memory Stick PRO Duo™ (both sold separately) may be required. Refer to the software manual for full details. • If paused images are displayed on the screen for an extended period of time, a faint image may be left permanently on the screen. • Do not leave the disc in direct sunlight, near a heat source, in a car or other places subject to high heat and humidity. • Do not touch the opening on the rear of the disc (recording surface of the disc; see drawing). Also, do not allow dust, sand, foreign objects or other types of dirt to get on the disc. • Do not block the opening with paper or tape. Also, do not write on the disc. • If the opening area does get dirty, wipe gently with a soft cloth. • To clean the disc, wipe the exterior surface gently with a soft cloth. • Do not use solvents such as benzine, commercially-available cleaners not intended for CDs, or anti-static spray intended for vinyl LPs as these may damage the disc. • Do not use cracked or deformed discs or discs that have been repaired with adhesives as these may cause console damage or malfunction. • SCE will not be held liable for damage resulting from the misuse of discs.

Ejecting the disc

Press the right side of the disc until it is in the position shown in the drawing and then remove it. If excess force is applied this may result in damage to the disc.

Storing the disc

Insert the bottom side of the disc and then press on the top side until it clicks into place. If the disc is not stored properly, this may result in damage to the disc. Store the disc in its case when not in use and keep in a place out of the reach of children. If the disc is left out this may result in warping or other damage to the disc.

SHIN MEGAMI TENSEI®

PERSONA 2

INNOCENT SIN

Table of Contents

Basic Controls...02
Story...04
Characters...06
Starting the Game...10
Field...12
Commands...14
Facilities...18
Personas...21
Battle...27
Status Ailments...37
Items & Skills...38
Credits...40
Warranty...45

Honorifics

- -san: Shows respect and deference, usually to one's elders or simply people one does not know very well.
- -kun: Term of familiarity, mostly used in address to males.
- -chan: Like "-kun," but mostly used in address to females.
- -senpai: Used to address senior or "mentor" figures; a relationship that is generally absent in America. The opposite of senpai is kouhai, the student or junior figure.

GETTING STARTED

Set up your PSP® (PlayStation®Portable) system according to the instructions in the manual supplied with the system. Turn the system on. The power indicator lights up in green and the home menu is displayed. Press the OPEN latch to open the disc cover. INSERT Shin Megami Tensei® Persona®2 Innocent Sin disc with the label facing away from the system, slide until fully inserted and close the disc cover. From the PSP® system's home menu, select the Game icon and then the UMD icon. A thumbnail for the software is displayed. Select the thumbnail and press the ⊗ button of the PSP® system to start the software. Follow the on-screen instructions and refer to this manual for information on using the software.

NOTICE: Do not eject a UMD® while it is playing.

Memory Stick Duo™

Warning! Keep Memory Stick Duo media out of reach of small children, as the media could be swallowed by accident.

To save game settings and progress, insert a Memory Stick Duo into the memory stick slot of your PSP® system. You can load saved game data from the same memory stick or any Memory Stick Duo containing previously saved games.

BASIC CONTROLS

Controls in Menu	
Directional buttons / Analog stick	Move cursor
× button	Confirm
○ button	Cancel

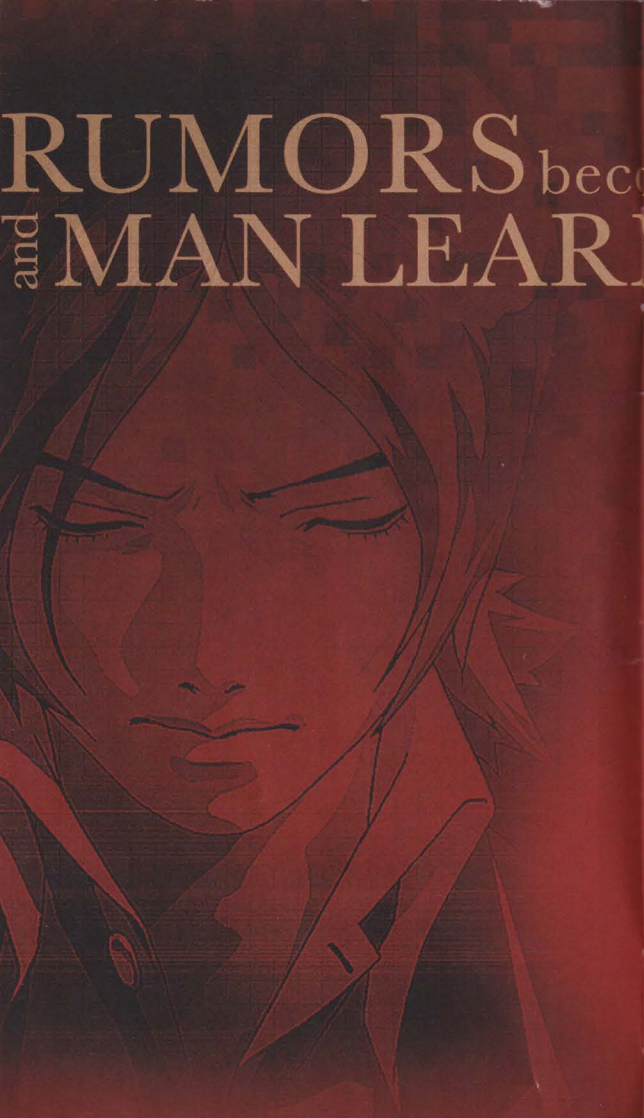
City Map	
Directional buttons / Analog stick	Select a ward
× button	Confirm
△ button	Access Command Menu
□ button	Hold to display all area names
L button	Hold to display all area names
R button	Hold to display all area names

Ward Map	
Directional buttons / Analog stick	Move player marker
× button	Enter buildings / Talk
△ button	Access Command Menu
○ button	Cancel / Hold to run (Directional buttons + ○ button)
□ button	Hold to display all area names
L button	Hold to display all area names
R button	Hold to display all area names

Field	
Directional buttons	Move the protagonist
Analog stick	Move slightly: Protagonist walks Move a lot: Protagonist runs
× button	Enter doors / Talk / Check
○ button	Cancel / Hold to run
△ button	Access Command Menu
□ button	Display Auto Map
L button	Rotate camera clockwise
R button	Rotate camera counterclockwise

Battle	
Directional buttons / Analog stick	Select menu choices
× button	Confirm
○ button	Cancel / Cancel autobattle
△ button	Activate autobattle
L button	Display party and enemy status
START button	Toggle animation skip

RUMORS become REALITY and MAN LEARNS of HIS SINS



The story takes place in Sumaru City, Japan, population 1,280,000. Its protagonist attends Seven Sisters High School ("Sevens" for short), whose emblem is considered a status symbol even amongst students from other schools.

Soon, though, a rumor that Sevens' emblem was actually cursed, and that wearing it would disfigure one's face, had spread around the city. Even worse, the rumor came true…

And it was only the beginning of a string of rumors becoming reality, one after another…

Before long, the protagonists discover the power to summon another side of them called "Personas," which they use to investigate the strange incidents around the city, all while facing their own personal demons as well.

Time is once again on the march…

Tatsuya Suou

An 18-year-old young man attending Seven Sisters High. He is tall, handsome, and has a mature, cool demeanor which has won him the admiration of female and male classmates alike. He's a loner who does his best to avoid getting involved with anyone.

Initial Persona: Vulcanus

Lisa Silverman

A 17-year-old girl nicknamed "Ginko" who also attends Seven Sisters High. She has beautiful blonde hair, blue eyes, and a figure that's the envy of other girls her age. Because she was born to parents who were naturalized as Japanese citizens, she looks Caucasian, but she speaks fluent Japanese.

Initial Persona: Eros

Yukino Mayuzumi

An active twenty-year-old student at vocational school for photography. She's grown out her hair and settled down a little since her days at St. Hermelin High. Her goal is to become a professional photographer and she's now working as an apprentice to a freelancer.

Initial Persona: Vesta

Maya Amano

A 23-year-old reporter for a teen magazine. She's a beautiful, cheerful woman who naturally draws others to her with her considerateness and affable nature.

Initial Persona: Maia

Eikichi Mishina

A 16-year-old and second-year at Kasugayama High, less flatteringly known as Cuss High, who refers to himself as "Michel." He is the Boss of a gang of delinquents at Cuss High and also front man in his band. He tends to take what people say too personally, is easily swayed, and is often a bit too taken with himself.

Initial Persona: Rhadamanthus

STARTING THE GAME

From the title screen, you have the following options:

>> NEW GAME

Start a new game from the beginning. Select a battle difficulty before the story begins. This can be changed at any time during the game in [System]→[Settings]→[Difficulty].

EASY	For beginners and players without much time to strategize. The battle difficulty is lower compared to Normal.
NORMAL	For players with some experience playing RPGs.
HARD	For advanced players looking for a challenge. The battle difficulty is higher compared to Normal.

About Name Entry

Whenever you begin a new game, you must enter the protagonist's name. Select "End" after entering in a first and last name to continue on to entering a nickname.

Name Entry Controls	
Directional buttons	Select letter
Analog stick	Move name position
✕ button	Confirm
○ button	Delete
SELECT button	Back
START button	End

>> LOAD GAME

Continue a saved game. Select a file to load and press the ✕ button to confirm. You can save the game from the System Menu (p.17).

>> GALLERY

View previously seen movies and listen to music here.

>> CONFIG (p.17)

Adjust various settings here. You can access these settings at any time during the game from the System Menu.

>> DATA INSTALL

Install game data to your Memory Stick® in order to shorten load times.

- A Memory Stick PRO Duo with at least 247 MB of space available is necessary to install game data.
- Installation takes anywhere from 1-5 minutes.
- Do not remove the Memory Stick PRO Duo, turn off the PSP® system, or put it into sleep mode while installing the data.

FIELD

There are three progressively more specific views of Sumaru: the City Map, the Ward Map, and individual Field Maps. Hold the L, R, or □ buttons on the City or Ward Maps to display area names.

City Map

The City Map is used to move between the different wards. You'll be able to travel to more wards as the story progresses. Select a ward to travel to from the list in the upper left.

1. Ward list
2. Area name
3. Party status

Ward Map

When you select a ward from the City Map, you will move to that ward. Move the blue marker on the Ward Map to travel between buildings. When you approach an entrance, an "IN" graphic will be displayed. Press the ✕ button at this time to enter it.

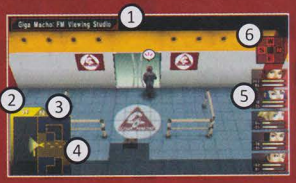
1. Area name
2. Location name
3. Player marker
4. NPC marker

This symbol is shown when you can interact with something. Press the ✕ button to talk to an NPC or enter a location.

This symbol is shown when you approach the edge of the Ward Map. Press the ✕ button to return to the City Map.

Field Map

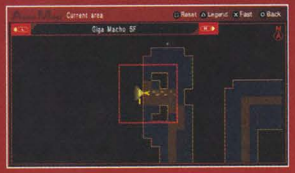
When you enter a location from the Ward Map, you will enter a Field Map. Here, you control the protagonist directly while sometimes encountering enemies.



1. Current location
2. Current floor
3. North bearing
4. Mini-map
5. Party status
6. Compass

About the Auto Map

Press the □ button on a Field Map to display the Auto Map, which shows where you've been.



Auto Map Controls	
Directional buttons / Analog Stick	Scroll through the map
✕ button	Hold to scroll quickly through the map
△ button	Map legend
□ button	Recenter the map on the player's position
○ button	Close Auto Map screen
L button / R button	Switch floors

COMMANDS

Press the △ button outside of battle to access the Command Menu.

>> Skills

Use skills. Select a party member and then select a skill to use from the list. For healing skills, select a character to heal and confirm with the ✕ button.

>> Items

Use and view items in your possession. Press left and right on the directional buttons or analog stick to skip to the next page of items. Press up and down on the directional buttons or analog stick to review individual items. Confirm with the ✕ button.

- **Expendable** ..... Use expendable items in your inventory.
- **Key Items** ..... View obtained key items.
- **Cards** ..... View cards in your possession. Select from the categories of Tarot, Material, Skill, and Incense cards.

>> Equip

Change each character's equipment. Press the L button or R button while in the equip screen to switch between characters. Press the △ button to automatically equip the available weapons and armor with the highest attack / defense ratings.

1. Item name
2. Attack / Defense power
3. Which sex can equip the item
   - – :Unisex
   - ♂ :Male only
   - ♀ :Female only
4. Number of the item on hand
5. Equipment slot used
6. Character stats (Vary according to equipment)

>> Personas

Assume and check Personas here. Choose a character, select a new Persona from the list, and press the ✕ button to assume it. To view a Persona's stats, press the □ button while highlighting it. Personas that other characters have assumed cannot be selected. Personas that cannot be assumed will be grayed out.

>> Status

Press the □ button on the status screen to display the status of the currently assumed Persona. Press the L or R buttons to switch between characters.

Reading the Status Screen

1. Currently assumed Persona
2. Persona's Arcana
3. Compatibility with the assumed Persona (p.25).
4. Persona's level
5. Persona's rank and EXP needed to rank up
6. Persona's type
7. SP needed to invoke the Persona
8. Persona's level-up bonus
9. Persona's elemental affinities
10. Character stats
    - Attack.....Strength of physical attacks
    - Defense.....Resistance to physical attacks
    - MAttack.....Strength of magic attacks
    - MDefense.....Resistance to magic attacks
11. Character's portrait
12. Character's level
13. EXP needed to level up
14. Current HP and SP
15. Persona's profile
16. Persona's known skills. Highlight a skill and press the △ button to get a description of the skill.

Main Stats

There are five primary stats. When the protagonist levels up, you can distribute his gained points into the stats of your choice. (Other party members will have their points automatically distributed.)

St.....Affects attack power when attacking directly
Vi.....Affects defensive strength and max HP increases
Dx.....Affects hit rate, magic attack and magic defense
Ag.....Affects evasion rate and turn order in battle
Lu.....Affects various things

Affinities and Resistances

There are 16 affinity types in the game. "Wk" means weakness to that affinity; "Str" means a resistance to it; "Nul" means that affinity will be nulled; "Drn" means damage of that affinity will be absorbed; and "Rpl" means damage of that affinity will be repelled back to the attacker.

Stat Bonuses

Assumed Personas will have an effect on their user's stats.

<< Stats >>
Effective stats are the average of the Persona's stats and the user's stats. If, for instance, the Persona's Strength is higher than the user's Strength, the averaged amount will increase the user's effective Strength. Conversely, if the Persona's Strength is lower than the user's, it will decrease the user's effective Strength. Try to ensure that your Persona's stats aren't dragging down your effective stats.

<< Resistances >>
A character inherits the elemental affinities of his or her assumed Persona. Each Persona has different affinities, so adopt Personas that give you an edge against whichever foe you're fighting.

>> Analyze

Here, you can view details of previously encountered demons and summoned Personas. Press up and down on the directional buttons or analog stick and press the ✕ button to select an Arcana. Then select the demon or Persona you wish to view and then confirm with the ✕ button.

<< Canceling Pacts >>
Contracted demons will have a "Pact" icon next to them. Press the △ button on the selection screen to filter only demons you have a pact with. You may press the □ button on a highlighted demon to cancel your pact with that demon.

>> Battle Settings

Adjust various battle settings. You can set your Battle Order (p.28) and Fusion Spells (p.30) here.

>> System

Change various settings as well as save and load games.

Setting	
Message Speed	Change the message display speed.
Music	Choose between original or remixed.
BGM Volume	Change background music volume.
SE Volume	Change sound effect volume.
Voice Volume	Change voice volume.
Cursor Memory	Set whether to memorize the menu cursor position.
Cut-Ins	Turn cut-ins during Fusion Spells on or off.
Invert Camera	Set the camera rotation direction.
Movie Size	Set the display size of CG movies.
Difficulty	Change the battle difficulty settings.
Data Install	Load from installed data. (Data must be installed first.)

>> Save

Save the game data. You must have 256KB of free space on the storage medium in order to save your game.

>> Load

Load a saved game. Select a save to load and press the ✕ button to confirm.

>> Title

Return to the title screen. Any unsaved data will be lost.

FACILITIES

Sumaru City has several shopping areas, such as Kameya Alley or Lotus, with all kinds of facilities. Each ward has its own shops.

>> Shopping

You can buy and sell items, weapons, armor, and accessories at the shops in Sumaru. Each shop has its own selection, which can change according to the rumors you spread (p.20).

Buy

When shopping for supplies, press up or down on the directional buttons or analog stick to select the item you wish to purchase. Once an item is selected, press left or right to choose how many of that item you want. Confirm your purchase with the ✕ button.

Sell

Select the type of item you wish to sell, from expendable items, weapons, armor, or accessories, choose which item and how many of that item to sell, and confirm your sale with the ✕ button.

Casino Games

After a certain point in the story, you can spread a rumor which will open up a casino. There, you can play various games with coins you purchase. These coins can be redeemed for certain rare items.

Facilities

Here's a small sample of the shops and facilities you'll find around Sumaru City.

Weapon / Armor Shops

Places like Shiraishi Ramen and Time Castle may seem like ordinary shops, but by spreading rumors, you will be able to purchase weapons and armor there.

Satomi Tadashi

This ubiquitous drugstore chain handles various healing items.

Choose the purpose of your visit.
Confirm
Back
91,510
Buy items
Sell items
Talk to Sister #5
Never mind
Leave the store
Sister #5
Ah, yes, welcome! We work hard to spread our chain throughout the country! What is it you're here for today?

Healing Facilities

HP, SP, and status ailments can be cured at places like Tominaga Chiropractic and Kaori. There are even healing facilities inside dungeons.

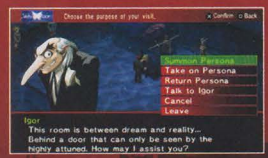
Restaurants

You can order food at eateries like Clair de Lune or Gatten Sushi. Eating will temporarily increase various stats for the character you choose.

Choose the purpose of your visit.
Confirm
Back
91,510
Dine in
Talk to Eikichi's dad
Never mind
Leave the store
Eikichi's dad
Ah! Welcome, welcome! What's this? You're looking more gallant by the day! My fool of a son still looks the same, though.

Velvet Room

Here, you can summon and take on Personas, other aspects of the party's personalities. Igor, the Velvet Room's master, will handle these tasks for you and explain Personas to you in greater detail.


Choose the purpose of your visit.
Confirm
Back
Summon Persona
Take on Persona
Return Persona
Talk to Igor
Cancel
Leave
Igor
This room is between dream and reality... Behind a door that can only be seen by the highly attuned. How may I assist you?

Kuzunoha Detective Agency

This is the detective agency in Kameya Alley. Talk to Chief Todoroki when you want to spread a rumor to affect various things around Sumaru.

Step 1: Gather Rumors

"Rumormongers" in each ward are a good source for rumors to spread. You can learn a lot by talking to them. Remember that though some rumors may sound the same, there will be slight variations on them.

Step 2: Visit the Kuzunoha Detective Agency

When you have rumors to spread, head to the Kuzunoha Detective Agency. Talk to Chief Todoroki and ask him to "Spread rumors."

Spread rumors
Check rumors
Talk with the Chief
Cancel
Leave the detective agency
Chief Todoroki
The Masked Circle and the Last Battalion... This could be a problem. Now, what business do you have with us today?

Step 3: Spreading Rumors

You will then decide on which rumor to spread. Select a rumor type from the top box, and then select the details of the rumor from the bottom box. Confirm your choices with the ✕ button. Finally, pay the agency's fee, and the rumor will be spread.

Climax Theater

You can access the "Theater" from the City Map. There, you can experience various side stories. Please keep in mind that you cannot save the game while playing a quest.

Play a Quest

There are different types of quests and you can play the quests you obtain for a price. Ticket prices will vary according to the quest.

Quest complete and Points

When you finish a quest, membership points will be added. As you accumulate points, your rank will increase and Mizuki's attitude towards you will change.

About Abandoning

While playing a quest, open the Command Menu and by selecting [Abandon] in the [System] section you can abandon a quest. When you abandon a quest, no points will be added.

<< Now Playing >>

These are quests that can be played from the start. There are two quests.

PERSONAS

"Personas" are important entities central to this game. The way you use Personas can make all the difference, so learn the Persona system and its basic principles.

>> Persona Basics

A Persona is available once Igor summons it and you take it on in the Velvet Room. You will need various types of cards to summon Personas.

Summon	In his capacity as a psychemancer, Igor can use tarot cards you earn from demons to summon Personas from the depths of your party's souls.
Take on	This the act of transferring a summoned Persona into the Persona-user's mind. By doing so, you will be able to assume the Persona.
Invoke	This means to call on an assumed Persona and use its powers.
Persona Card	These are Personas that Igor has summoned but have not been taken on, stored in the form of Persona Cards.
Tarot Card	These catalysts are necessary to summon Personas. You can obtain them by negotiating with demons.
Free Tarot	The Arcana of your choice can be painted onto these cards in the Velvet Room.
Material Card	These cards are required to summon certain special Personas.
Skill Card	These can be used in the summoning process to teach new skills to the summoned Persona.
Incense Card	These can be used in the summoning process to enhance the summoned Persona's stats.

>> Summoning Personas

You can begin the process by talking to Igor in the Velvet Room and selecting "Summon Persona." You will need enough Tarot Cards of the required Arcana to summon a Persona; the precise amount differs depending on the Persona.

1. Arcana
2. Tarot Cards on hand
3. Character's compatibility
4. Material Card icon
5. Tarot Cards needed

About Material Cards
Personas with a yellow icon next to their name are special Personas that require Material Cards. These Personas can be summoned when you have the corresponding Material Card.

Step 1: Select a Persona

After choosing an Arcana, a list of Personas in that Arcana are shown. Select a Persona from this list to summon and confirm your selection with the ✕ button. Personas that you don't have the required cards for will be grayed out. You can summon Personas that are up to 5 levels above your party's average level.

Step 2: Using Cards

By using Skill Cards and Incense Cards on the Persona you're summoning, it may be granted additional skills or stat enhancements. If you do not wish to use any optional cards, select "None" for these categories.

Step 3: The Summoning Ritual

Once you arrive at the Persona confirmation screen, pressing the ✕ button will cause Igor to perform the summoning. Summoned Personas are kept as Persona Cards in the Velvet Stock (p.23) until you take them on. A Persona cannot be summoned if there are no open slots in the Velvet Stock.

>> Taking on Personas

After talking to Igor in the Velvet Room and selecting "Take on Persona," you will be taken to the screen below.

1. Number of Personas in Party Stock/Maximum
2. List of Personas in the Party Stock
3. Character currently assuming that Persona
4. Compatibility with currently selected Persona
5. Number of Personas in Velvet Stock/Maximum
6. List of Personas in the Velvet Stock

◆ **Party Stock**
The party's reserve Personas not currently being assumed.

◆ **Velvet Stock**
The Personas on standby in the Velvet Room.

Step 1: Select a Persona from the Velvet Stock

Move the cursor with the directional buttons or analog stick to select the Persona you wish to take on from the Velvet Stock. The selected Persona's name will be displayed in green.

Step 2: Swap the Persona into the Party Stock

Next, move the cursor to the Party Stock and select a Persona in the list or an open slot. Press the ✕ button to swap the desired Persona into that slot. You can also reorganize a stock list in this way.

Stock Limits
The limit to how many Personas you can keep in the Party Stock will increase as the story progresses. If you find your stock filling up, it might be best to return Personas at the Velvet Room.

>> Return Persona

Talk to Igor in the Velvet Room and select "Return Persona" to return a Persona.

Select the Persona to Return

Press up and down on the directional buttons or analog stick to select a Persona to return and confirm with the ✕ button. You may choose from any Persona in the Party Stock or Velvet Stock.

Mystic Change

Personas whose have reached Rank 8 (MAX) will not rank up anymore. By returning Personas that have reached maximum rank, they will undergo a mystic change and be reborn as various items.

Final confirmation.
19/34
Orb of Solving
Igor
Then I shall change this aspect who fought alongside you into a Vi Incense and return it to you...

>> Tarot Creation

If you have Free Tarot cards, talk to the Demon Painter in the Velvet Room and select "Request card" for him to paint the Arcana of your choice on them, converting them into usable Tarot Cards. You can obtain Free Tarot cards by negotiating with demons you have a pact with.

Choose the purpose of your visit.
Confirm
Back
Request card
Talk
Cancel
Leave
Demon Painter
The Tarot is a model of the heart. One's heart affects one's destiny. Now, would you like me to paint you something?

Press up and down on the directional buttons or analog stick to select an Arcana, and then press left or right to adjust how many cards you want him to paint. Some Tarot Cards can only be obtained in this way.

>> Invoking Personas

A character can invoke a Persona he or she has assumed at any time during battle. However, if a character has poor compatibility with a Persona, he or she may not be able to assume it.

The SP cost to invoke a particular Persona is the same no matter which of its skills you use, and is affected by the Persona's compatibility with the user. This SP cost will not change even if the Persona's rank increases.

>> Persona Compatibility

Each character has different compatibilities with the various Personas. If their compatibility is bad, it will cost more SP to invoke the Persona, and especially bad compatibility may prevent the Persona from being assumed at all. Conversely, if their compatibility is good, it will cost less SP to invoke, and especially good compatibility may cause the Persona to occasionally demonstrate special powers.

>> Growth of Personas

Personas that are assumed will rank up as you fight. Each time you invoke your Persona, its mastery level increases. Once it reaches a certain level, the Persona will rank up.

Each Persona has 8 ranks. Upon ranking up, its stats will increase and it may learn a new skill. The mastery level required for each rank varies from Persona to Persona.

Return Max-Rank Personas
If a Persona has reached the maximum rank of 8 (MAX), you will receive a reward when you return it at the Velvet Room.

>> About the Arcana

Tarot Cards, demons, and Personas all have an associated Arcana. A Persona's Arcana indicates which Arcana of Tarot Cards is necessary to summon it. Negotiating with demons can earn you Tarot Cards of the same Arcana that the demon belongs to.

Efficiently Gathering Cards
The higher a demon's level, the more Tarot Cards you'll receive through negotiation with it. More cards are necessary to summon high-level Personas. Negotiate with strong demons to quickly gather enough cards to summon the better Personas.

BATTLE

While traveling in the field, you will encounter enemies. Use the battle menu to fight or negotiate with them.

Reading the Battle Screen

1. Battle commands (p.29)
2. Party info
3. Current HP
4. Current SP
5. Turn order (from top to bottom)
6. Status ailments (p.37)

>> Special Controls in Battle

L button	Shows the party's and enemy's status
△ button	Toggle Auto Battle on/off
○ button	Cancel Auto Battle

>> Basic Flow of Battles

At the beginning of battle, you can set up each character's actions. You can also press the ○ button during battle to interrupt it and adjust their actions.

Flow of Battle

On encountering an enemy, you can choose from general battle commands such as "Fight" or "Fusion Spells." Selecting "Contact" allows you to negotiate with the demons without fighting them.

Once everyone's commands have been input, the battle will begin. The characters will act in the order displayed onscreen, from top to bottom.

Press the ○ button during battle to interrupt it and access the battle commands again. This is useful if you've taken damage and need to heal, or if you need to adjust your battle strategy. The new actions will take effect on the next character's turn. Press the START button to go into skip mode, omitting summon animations and Fusion Spell cut-ins.

When all the enemies or allies are defeated, or if you succeed in fleeing or negotiating, the battle will end. If you defeated the enemy, you will gain experience points and money. You may also win items as well.

>> Battle Commands

Battle commands are used to decide on a strategy for the entire party. When you encounter enemies, you will first begin by selection from these commands.

- ▶ Fight
- ▶ Fusion Spells
- ▶ Contact
- ▶ Analyze
- ▶ Set Turn Order
- ▶ Auto Settings
- ▶ Escape

Battle Command: Fight

This is the default option for battles. After selecting "Fight," you have a second range of options from "Attack," "Skill," "Item," "Persona," "Set Turn Order," "Status," and "Guard."

<< Attack >>
Each character will attack with their weapon. Use the directional buttons or analog stick to select a target to attack and confirm with the ✕ button.

<< Skill >>
Invoke the assumed Persona to use one of its powers. After selecting a skill, select a target to use the skill on. Using skills costs a fixed amount of SP which is determined by each Persona.

<< Item >>
Use an item from your inventory. Select the item you wish to use from the item list and then confirm with the ✕ button. Only items that can be used in battle will be displayed in the item list.

<< Persona >>
Change Personas. Personas that are grayed out on the list cannot be assumed.

<< Set Turn Order >>
Change the turn order during battle. Select two characters whose turns you wish to swap and confirm with the ✕ button. Select "Reset order" to return the order to its default state.

The default turn order has enemies and allies acting in order of highest Agility. It's most beneficial to change the turn order when you want to make use of Fusion Spells.

<< Status >>
You can view your party's detailed status (p.15) here. Press the □ button on a character's status screen to view his or her assumed Persona's status.

<< Guard >>
Focus on defending. Damage received from enemies will be reduced while guarding.

Battle Command: Fusion Spells

Attack the enemy with Fusion Spells, powerful attacks that occur when multiple characters use spells in sequence.

<< Select a Fusion Spell >>
Select "Fusion Spells" from the battle menu and the Fusion Spell selection screen will be displayed. Press up and down on the directional buttons or analog stick to select a spell to use.

<< Select Activation Type >>
Press the L or R button while highlighting a spell to choose one of three trigger conditions. By highlighting "Change All," you can change the settings for all Fusion Spells at once.

Auto	The Fusion Spell automatically triggers when the conditions are met.
Standby	When the Fusion Spell's trigger conditions are met, the character will go into standby, allowing you to choose whether to activate the Fusion Spell or not.
Don't Use	The Fusion Spell won't be used even if the trigger conditions are met.

Set Turn Orders and Activate Them Effectively
If you're intentionally trying to trigger Fusion Spells, the best way to accomplish this is to change the turn order so the characters act in the order of the Fusion Spell's trigger conditions.

<< Select Activation Type >>
Highlight a Fusion Spell and press the ✕ button for a combination screen to be displayed. Press left and right on the directional buttons or analog stick to change the combination of characters.

<< Select When to Act >>
Set the turn order of the Fusion Spell activation. Characters participating in the Fusion Spell will be displayed together in a green frame, so move the frame where you want and confirm with the ✕ button.

Battle Command: Contact (p.33)

By having your party negotiate with the enemy, you can get things like Tarot Cards, money, or items, on top of avoiding combat.

Battle Command: Analyze

View the details of the demons you're facing. Select a demon to view its details and confirm with the ✕ button. Each aspect of a demon's information will be unlocked after you have fulfilled certain conditions.

Data Heading	Unlock Condition
Race / Name / Level / Graphic	Encounter the demon
Demon's Stats	Defeat the demon once
Traits	Contact the demon
Profile	Form a pact with the demon
Item Drops	The demon drops an item

Battle Command: Set Turn Order

Change the turn order during battles. (p.30)

Battle Command: Auto Settings

Press the △ button during battle to enter Auto Battle. This will continue until the battle ends or you press the ○ button to cancel it. The party's actions during Auto Battle depend on the player's auto settings:

- **Replay**
  Everyone will repeat the last performed action.
- **Attack**
  Everyone will attack with their equipped weapon.

Battle Command: Escape

Flee from battle. If the escape attempt fails, you will be attacked by the enemy for one turn.

>> Making Contact with the Enemy

By using the battle command "Contact," you can negotiate with enemy demons. Depending on how the negotiation goes, the demon's feelings may change. Employ your negotiation skills to win the demon's favor.

Making Contact

<< Select a Demon to Contact >>
Use the directional buttons to select a demon group to negotiate with and confirm with the ✕ button. Once you contact the enemy, you cannot fight or try to escape until the negotiation ends.

<< Select the Character to Talk to the Demon >>
Use the directional buttons to choose which party member will contact the demons and confirm with the ✕ button. If your characters have learned combined contacts, you can select up to three people to negotiate. Once you've made your choice, select "Confirm."

Some conversational gambits involve multiple characters working together to negotiate. These will become available upon fulfilling specific conditions during the story.

<< Select a Contact Command >>
Select a contact command from the selected character's list. Each character has four contact commands; choose the one you feel is most suited to the enemy. If multiple party members are working together, there is no need to select a contact command.

The individual contact commands differ from character to character. Each one has different effects on different demon personalities. Determining which commands are effective against which personalities is the key to successful negotiation.

<< Emotion Gauge >>

The result of any action in negotiation will be an increase in one or more of the four primary demon emotions: Eager, Happy, Angry, and Scared.

Emotion Gauge

<< Demon Responses >>

Sometimes a demon may ask you a question in response to your contact method. When this happens, your possible answers will be displayed as selections for you to choose which-ever seems most appropriate. The answer you give may have an effect on the demon's emotions as well.

<< Ending Negotiations >>

When one of the four emotions reaches its height, the negotiations will end. Depending on which emotions was strongest at the end, the demon may behave in one of several ways.

Contact Results	
Eager	Obtain Tarot Cards of that demon's Arcana.
Happy	Form a pact (p.35) with the demon, and you'll have an advantage in negotiations the next time you encounter them.
Angry	Negotiation has failed and they will attack. You will be unable to contact them again during that battle, and they may nullify whatever pact you've formed with them.
Scared	The enemy will flee and may null the pact you've formed with them.
Eager + Scared	The enemies will be charmed.
Eager + Angry	The enemies will be furious. Your pact with them will be nullified.

Making Pacts with Enemies

When a demon's Happiness maxes out, you can form a pact with it. You can form pacts with up to three demons. If you wish to form further pacts beyond that, you must nullify one of your existing ones. If you contact a demon you've formed a pact with again, you'll have an advantage in negotiations:

- A contracted demon whose Eagerness is maxed out will give you Free Tarot cards along with the demon's Tarot Card.
- A contracted demon whose Happiness is maxed out will give you either money, items, or special information.

Special Contacts

- Persona Talk

  If the demon you're contacting and the Persona you have assumed have a prior relationship based on their lore, your Persona may handle the negotiations for you.

- Demon Contacts

  Occasionally, demons will take the initiative in contacting your party.

Times When You Can't Make Contact

- When a demon's Anger is maxed out.
- When you try to negotiate with enemies such as bosses who have no Arcana.
- When the enemy has a status ailment or other condition preventing them from negotiating. ("It is in no condition to answer." will be displayed.)
- When a selected party member is unable to negotiate. ("They are in no condition to talk." will be displayed.)

>> End of Battle

When all enemies in an encounter are defeated, you succeed in making contact, or all your party members are KOed, the battle will end. When the battle ends by defeating all enemies, you will see a results screen showing the experience and items gained.

▶ Leveling Up Your Party

When characters gain enough experience points, they will level up and their stats will increase. Assumed Personas can also improve by ranking up (p.26).

Each new level gives you 3 stat points, but the player can only distribute these for the protagonist. Other party members will have their stat points automatically distributed.

▶ Distributing Points

Press up and down on the directional buttons or analog stick to select the stat you wish to increase, and then press left or right to adjust that stat. In addition to the points you distribute yourself, the Persona you have assumed may also confer bonus stat points on leveling up.

▶ Game Over

When your entire party's HP decreases to 0 during battle (Dying), the game will end.

STATUS AILMENTS

You may receive status ailments during battle. Except for possession and poison, all ailments will wear off at the end of battle.

Dying

When a character's HP reaches 0, he or she will be unable to act. They will be revived after battle with 1 HP.

Possession

When a possessed character invokes a Persona, the possessing demon's skills may activate on their own.

Charm

A charmed character will attack its allies on its own. The charm has a chance of wearing off each turn.

Panic

Panicked characters will act unpredictably. The panic has a chance of wearing off each turn.

Mute

Mute characters cannot use skills or participate in Fusion Spells. This ailment will not wear off unless the battle ends.

Poison

Each time a poisoned character acts, they lose 1/8th of their maximum HP.

Sleep

Sleeping characters cannot act until they wake up. The sleep has a chance of wearing off each turn.

Fury

An enraged character cannot be controlled and will only attack.

Illusion

Illusions severely decrease affected characters' accuracy.

Shock

Sometimes happens as a side effect of Elec attacks. Shocked characters cannot act for one turn.

Freeze

Sometimes happens as a side effect of Ice attacks. Frozen characters cannot act for one turn, unless they are hit with Fire attacks before their next turn comes up.

ITEMS & SKILLS

There are many items and skills in Persona 2: Innocent Sin. Here's a sampling of ones you may see in the early stages of the game.

Weapons

Used for normal attacks. Each character has a different weapon that only they can equip.

Name	Type	ATK	Wielder
Misericorde	Sword	4	Protagonist
Colt Pony	Ranged	8	Maya
Standard Case	Ranged	5	Eikichi
Leather Gloves	Strike	4	Lisa
Fei Cha	Thrown	10	Yukino

Armor

Protection for the body. Some armor is male-only (♂) and some is female-only (♀).

Name	Type	DEF	Character that Can Equip
Cowboy Hat	Head	3	Everyone
Hard Jacket	Body	4	Everyone
Cowboy Boots	Legs	3	Everyone

Accessories

Each accessory has different properties. Some even have special powers.

Name	Type	Effect
Summer Earring	Accessory	VIT +1
Ultraviolet String	Accessory	TEC +1

Items

Most items are expendable and will disappear after use. You can hold up to 99 of each.

Name	Usage Condition	Target	Effect
Medicine	Battle / Moving	1 Ally	Recovers 30 HP
Rattle Drink	Battle / Moving	1 Ally	Recovers 200 HP
Chewing Soul	Battle / Moving	1 Ally	Recovers 100 SP
Revival Bead	Battle	1 Ally	Revives with low HP
Antidote	Battle / Moving	1 Ally	Cures poison ailment
Tranquilizer	Battle	1 Ally	Cures fury ailment
Open Sesame	Battle	All Allies	Guaranteed escape from battle
Clean Salt	Moving	All Allies	Keeps away low-level enemies

Attack Spells

Name	Type	SP	Range	Effect
Agi	Fire	5	1 enemy	Low Fire damage
Aqua	Water	5	1 enemy	Low Water damage
Garu	Wind	5	1 enemy	Low Wind damage
Magna	Earth	5	1 enemy	Low Earth damage
Bufu	Ice	6	1 enemy	Low Ice damage + Freeze
Zio	Elec	6	1 enemy	Low Elec damage + Shock
Frei	Nuclear	20	All enemies	Low Nuclear damage to all enemies
Zan	Almighty	6	1 enemy	Low damage
Gry	Almighty	10	Enemy group	Low damage to multiple enemies
Megido	Almighty	50	All enemies	Medium damage to all enemies
Hama	Holy	50	1 enemy	Instant Holy kill
Mudo	Dark	50	1 enemy	Instant Dark kill

Healing Spells

Name	Type	Range	Effect
Dia	Healing	1 ally	Recovers low HP for one ally
Media	Healing	All allies	Recovers low HP for all allies
Posumudi	Healing	1 ally	Cures poison ailment
Recarm	Healing	1 ally	Revives one ally with low HP

Status Spells

Name	Type	SP	Range	Effect
Dormina	Nerve	50	1 enemy	May cause sleep
Marin Karin	Mind	50	1 enemy	May cause charm
Tarukaja	100%	100	1 ally	Increases Attack
Rakukaja	100%	100	1 ally	Increases Defense
Makakaja	100%	100	1 ally	Increases MAttack
Sukukaja	100%	100	1 ally	Increases Agility

Special Attacks

Name	Type	SP	Range	Effect
Straight Slash	Sword	45	1 enemy	Sword type attack
Sonic Punch	Strike	44	1 enemy	Strike type attack
Needle Rush	Thrown	38	1 enemy	Thrown type attack
Triple Down	Ranged	42	Enemy Group	Ranged type attack
Feral Claw	Havoc	38	1 enemy	Havoc type attack

CREDITS

PERSONA2 INNOCENT SIN PSP® Version Staff

Original Character & Persona Design
Kazuma Kaneko

Planners
Takeo Enomoto
Sumito Hirota
Toshiki Konishi
Yoshiaki Kuramae

Quest Scenario Writer
Kazuyuki Yamai

Planning Special Advisors
Daisuke Kanada
Masaru Watanabe

New Character Design
Shigenori Soejima

New Character Design Finishing
Masayuki Doi

New Sub-Character Design
Hanako Uchibe

Chief Designer
Takashi Kato

Designers
Keigo Oshima
Merisa Tokuta
Hiromi Kominato
Mari Sekine
Yoshiki Kuramae

Original Illustration
Megumi Shiraishi

Title Logo Design
Masayoshi Suto

Theater Background Design
Akihiko Morishige

Design Special Advisors
Kazuhisa Wada
Masayoshi Suto

Chief Programmer
Tomoaki Kasuya

Programmers
Takushi Seki
Takafumi Isawa
Yukiaki Mukai
Noriyoshi Okamoto

Program Advisor
Hirokazu Tohyama

Sound Director
Shoji Meguro

Sound Designers
Ryota Kozuka
Atsushi Kitajoh
Toshiki Konishi

Animation Sound Designer
Kenichi Tsuchiya

Outsourced Production
ITL

Production Director
Taichi Fujisawa

QA Manager
Shinji Yamakawa

QA Chief
Keiichirou Oota
Yuki Sasaki
Kaoru Kigawa

QA Staff
Kiyohito Itoh
Tatsuhiko Tokiwa
Hidenori Shimizu
Aki Ikeda
Hirotsugu Igarashi

Kazuya Sakai
Tomokazu Kobari
Taichi Takahashi
Yusuke Osawa

QA Cooperation
KINSHA CO.,LTD.

QA Project Lead
Shingo Sakaguchi

QA Staff
Rieko Ishino
Hiroaki Tani
Shigeki Nakagami
Higashi Kakazu
Shouta Takada
Kenta Yagi

U.S. Localization
Atlus USA

Executive Producer
Shinichi Suzuki

General Manager
Mitsuhiro Tanaka

Director of Production
Bill Alexander

Project Lead
Yu Namba

Project Coordinator
Hiroyuki Tanaka

Translators
James Kuroki
Mai Namba
Madoka Ueno

Editors
Nich Maragos
Mike Meeker

QA Manager
Carl Chen

QA Lead
Rob Stone

QA Testers
Connie Chinn
Allie Doyon
Jonathan Reinhold
Gerald Rempis
Joshua W. Richardson

VP Sales & Marketing
Tim Pivnicny

Sales & PR Manager
Aram Jabbari

PR Specialist
Crystal S. Murray

Marketing Manager
Robyn Mukai

Creative Designers
Jeremy Cail
Michiko Shiikuma

Web Designer
Amanda M. Dalgleish

Media Producer
John Tubera

Sales Administration Manager
Sally Ortiz

Sales Administrator
Monica Lee

Voice Recording
PCB Productions
Los Angeles, CA

Talent Direction
Valerie Arem

Sound Supervisor
Keith Arem

VO Engineering / Editorial
Aaron Gallant

Editorial
Matt Lemberger
Austin Krier
Matt Gray

Production Coordination
Jonathan Neeley

Original Version Staff

Scenario
Tadashi Satomi

Art Director
Kazuma Kaneko

Programmers

Dungeon Programming
Hidetoshi Takagi

System Programming
Michishito Ishizuka

Battle Programming
Futoshi Katsuyama

Event Programming
Takumi Sakamoto

Contact Programming
Tamotsu Sekiguchi

Window / Shop Programming
Hisakata Aso

2D Map / Command Programming
Yujiro Kosaka

Casino Programming
Yasuaki Nagai

Planners

System Planning
Kenichi Mishima

Battle
Takeshi Tominaga

Persona Conversion
Yoshikazu Yamaki

Event
Yuji Hosono
Daisuke Kanada
Aki Oda

Field Map
Kazuki Fujioka
Takaki Abe

Event Map
Takayuki Miyamoto

Designers

Character Unit
Shirou Takashima
Mayuko Kokubo

Character Illustration
Shigenori Soejima

Bust-up Character Coloring / Card Graphic
Masayuki Doi

Persona and Monster Unit
Towako Kajiie
Masato Hayashi
Akihiro Yokota

Event Graphic
Tetsuya Murakami
Masakatsu Suzuki
Maki Kurimoto

Window Layout / Event Graphic
Ayako Fukuzawa

Dungeon Graphic
Masafumi Hondo
Eisuke Matsuda
Runa Sugiyama
Yoshiharu Hayakawa

All Effects
Akira Noguchi

Casino Graphic / Battle Field
Homi Hada

CG Movie
Tomohiro Yonemichi
Humihiro Kimura
Naoko Masuda
Tetsuya Kombo

Coloring at PR & AD Staff
Megumi Shiraishi

Music Composers
Toshiko Tasaki
Kenichi Tsuchiya
Masaki Kurokawa

Special Thanks
Norikiyo Hayashi
Emi Hayashi
Kazuyuki Toyama
Daisuke Ogi (avex trax)
All ATLUS R&D1 Staff

Product Managers
Atsushi Tanimoto
Tamao Mizoguchi

Animation Production
SATELIGHT Inc.

Animation Director
Hidekazu Sato

Animation Character Design
Hirotaka Marufuji

Storyboard
Yasutake Okawara
Naoki Kusumoto
Thomas Romain
Hidekazu Sato

Animation Assistant Director
Yasutake Okawara

Supervising Animator
Hirotaka Marufuji

Key Animators
Masatomo Komine
Kentarou Sugimoto
Takashi Mamezuka
Tatsufumi Itoh
Mariko Itoh
Takao Abo
Tomoji Tsuchiya
Hiroto Kato
Hidekazu Sato
Hirotaka Marufuji

Second Key Animators
Kyohei Oyabu
Miyuki Sasagawa
Arisa Seki
Takuya Yamamoto

Animation Checker
Sachiko Miyamoto

Animators
Mari Saito
Minami Seki
Hisae Ono
Miki Takemoto
Etsurou Murao
Takanobu Katada
Masahito Inomata

Color Stylist
Kumiko Nakayama

Color Assignment & Check
Nanae Shinaji

Digital Ink & Paint
Nanae Shinaji
Naoki Murayama
Maki Kokubo
Michiko Kado
Yoko Suzuki
Chiaki Numata
Youko Tomaru
Mika Tanba

Special Effects
Chie Tanimoto

Art Director
Thomas Romain

Background Artists
Thomas Romain
Yoko Komiya
Stanislas Brunet

Layout Artist
Yann Le Gall

CGI Producer
Tomisaburo Hashimoto

CGI Production Manager
Atsuo Nozaki

CGI Chief Designer
Kosuke Morino

CGI Designers
Hirotsugu Ishikawa
Kei Kitahashi

Photography Director
Maki Ueda

Photographers
Maki Ueda
Satsuki Horiguchi

Editors
Hiroshi Eto
Ryoko Kaneshige

Animation Producer
Yoshiki Ito

Animation Product Manager
Emi Sonobe

Animation Product Assistants
Yasuhiro Kuramoto
Mototsugu Jinnouchi
Yuichi Iwakata
Hirotaka Honda
Yusuke Sasaki
Yan Zhou

Animation Co-production
8bit
PRODUCTION REED CO., LTD.
I&S FACTORY
HEBARAKI
Studio L
Rising Force

Opening Theme
"Unbreakable Tie"

Song by
Asami Izawa / Lotus Juice

Written by
Lotus Juice

Composed & Arranged by
Shoji Meguro

Ending Theme
"By Your Side"

Song by
hitomi (avex trax)

Written by
hitomi (avex trax)

Arranged by
Ryo Yoshimata

Project Support
Atsushi Yagi
Nozomi Yamamoto
Yuki Shindo
Takeshi Hiruta
Mika Matsuoka

Package Artwork
FIX Inc.
Masao Nagashima (FIX Inc.)

Font Cooperated
Fontworks Inc.

Development Cooperation
CRI Middleware Co., Ltd.

Product Managers
Hitoshi Sadakata
Akiyasu Yamamoto
Hirohito Shindo

Vice General Manager
Naoto Hiraoka

General Manager
Kozo Itagaki

Executive Producers
Masami Ochiai
Yoshimi Ogawa

Director
Shoji Meguro

©Index Corporation 1996, 2011
Published by ATLUS

Limited Warranty

ATLUS, at its sole option, will refund, repair or replace at no charge any defective ATLUS products within ninety (90) days of purchase with proof of purchase date, so long as the defect is not caused by misuse and neglect of the purchaser. EXCEPT FOR THE FOREGOING LIMITED WARRANTY, ALL EXPRESS, IMPLIED AND STATUTORY WARRANTIES, INCLUDING WARRANTIES OF MERCHANTABILITY, FITNESS FOR A PARTICULAR PURPOSE AND NONINFRINGEMENT OF PROPRIETARY RIGHTS, ARE EXPRESSLY DISCLAIMED. ATLUS SHALL NOT B E LIABLE FOR ANY DIRECT, INDIRECT, INCIDENTAL, CONSEQUENTIAL OR OTHER DAMAGES, EVEN IF DAMAGES RESULT FROM THE USE OF ATLUS PRODUCTS IN ACCORDANCE WITH ATLUS MANUAL INSTRUCTIONS. IN SOME JURISDICTIONS, SOME OF THE FOREGOING WARRANTY DISCLAIMERS OR DAMAGE LIMITATIONS MAY NOT APPLY.

Atlus Customer Service Department / Technical Support Line: (949) 788-0353
Call this number for help in operating our products or for general product questions. Representatives are available Monday - Friday, 9:00am to 5:30pm Pacific Time. You can also reach us at service@atlus.com.

Join the Atlus Faithful!

Atlus Faithful is a free membership service that will give you access to breaking news, special promotions, exclusive content and more. Visit **www.atlus.com/faithful** and create your login and password. You'll immediately start receiving membership benefits!

Go to www.atlus.com and follow us on:

"PlayStation", "PS" Family logo, "PSP", and "UMD" are registered trademarks of Sony Computer Entertainment Inc. Memory Stick Duo and Memory Stick PRO Duo are trademarks of Sony Corporation.

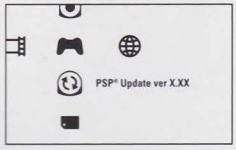
Updating the PSP® (PlayStation®Portable) system

Updating the PSP® system software

This UMD® includes the latest update data for the PSP® system. If a screen prompting you to update the system software is displayed when you start the UMD®, you must perform an update to start the software title contained on the UMD®.

Performing the update

When you insert the UMD®, an icon (as shown on the right) is displayed under **[Game]** in the home menu. Select the icon, and then follow the on-screen instructions to perform the update.



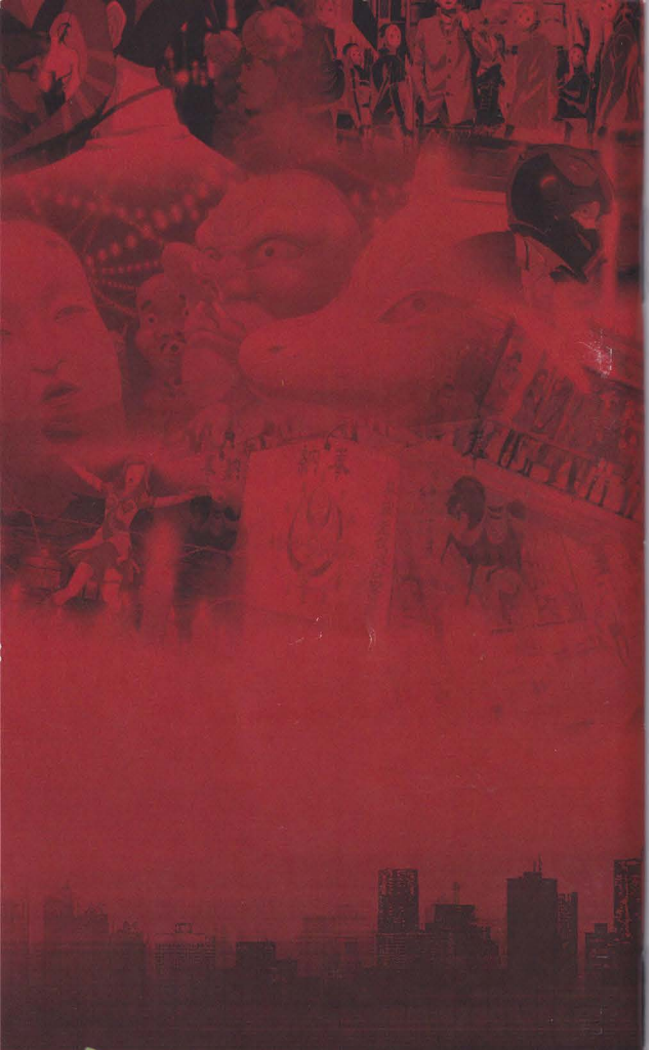
Before starting the update:
- Fully charge the PSP® system battery.
- Connect the AC adaptor to the system and plug it into an electrical outlet.

During an update:
- Do not remove the AC adaptor, turn off the system or remove the UMD®.

If an update is canceled before completion, the system software may become damaged, and the system may require servicing to repair or exchange.

Checking that the update was successful

After the update has been completed, select **[System Settings]** under **[Settings]** from the home menu, and then select **[System Information]**. If the System Software field displays the version number of the update, the update was successful.



© Index Corp. 1996, 2011 Published by ATLUS
SHIN MEGAMI TENSEI, SMT and Persona are registered trademarks of Index Digital Media, Inc.

Index Digital Media, Inc. 6400 Oak Canyon, Suite 100, Irvine, CA 92618

http://www.atlus.com/persona2

ATLUS®
WWW.ATLUS.COM

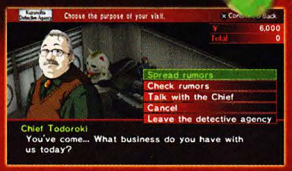
The Lost Chapter of Persona Arrives!

With sleek enhancements and expanded content, Persona 2 makes its long-awaited debut in North America!

In Sumaru City, idle rumors are having a concrete effect on reality. The mysterious Joker seems to be at the center of it all, but to what end? Delve into the web of rumors slowly encompassing the city before the madness becomes irreversible.

Demons can be friend or foe—do battle or negotiate for items and information!

Collect and spread rumors around town to gain strategic advantages



UMD
UNIVERSAL MEDIA DISC

Player 1

Memory Size 256 KB

Index Digital Media, Inc., 6400 Oak Canyon, Suite 100, Irvine, CA 92618
© Index Corp. 1996, 2011. Published by ATLUS. SHIN MEGAMI TENSEI, SMT and Persona are registered trademarks of Index Digital Media, Inc.

Licensed for distribution in North America on the PSP® (PlayStation®Portable) system. See inside for details. "PlayStation", "PS" Family logo, "PSP" and "UMD" are registered trademarks and the PlayStation Network logo is a trademark of Sony Computer Entertainment Inc. Memory Stick Duo™ may be required. Memory Stick Duo is a trademark of Sony Corporation. The ESRB rating icons are registered trademarks of the Entertainment Software Association. Manufactured and printed in the U.S.A. U.S. AND FOREIGN PATENTS PENDING.

ATLUS®
WWW.ATLUS.COM

CRIWARE

TEEN ™

T

Drug Reference
Language
Mild Blood
Sexual Themes
Simulated Gambling
Violence

ESRB CONTENT RATING www.esrb.org

⚠ WARNING: IF YOU HAVE A HISTORY OF EPILEPSY OR SEIZURES, CONSULT A DOCTOR BEFORE USE. CERTAIN PATTERNS MAY TRIGGER SEIZURES WITH NO PRIOR HISTORY. BEFORE USING AND FOR MORE DETAILS SEE INSTRUCTIONS FOR THE PRODUCT.

NOT FOR RESALE

PS2

SHIN MEGAMI TENSEI PERSONA 2 INNOCENT SIN

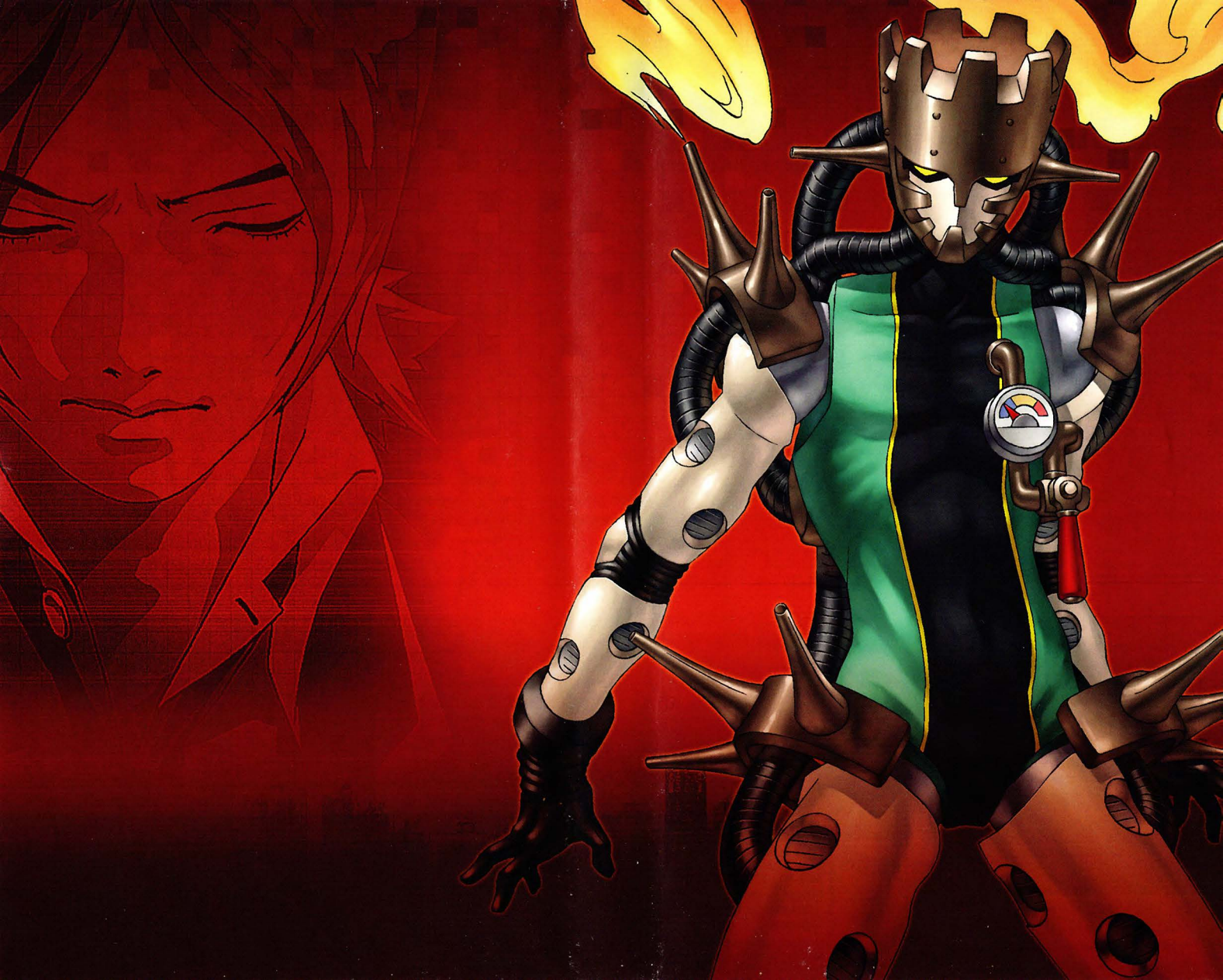
ULUS 10584

UMD
UNIVERSAL MEDIA DISC

PSP

Only On PlayStation.

SHIN MEGAMI TENSEI®
PERSONA®2
INNOCENT SIN

TEEN
T
CONTENT RATED BY ESRB

ATLUS®